

IN THE CLAIMS

Please amend or cancel claims as indicated in the parentheses after the claim numbers:

1. (Canceled)
2. (Canceled)
3. (Canceled)
4. (Canceled)
5. (Canceled)
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17. (Canceled)
18. (Canceled)
19. (Canceled)
20. (Canceled)
21. (Canceled)
22. (Canceled)

23. (Currently amended) The method of creating ~~a character~~ an effigy according to Claim 28, wherein said step of providing an item which is flexible and is configurable to define a surface which is generally flat includes:

providing an item having first and second surfaces and at least first, second and third edges, and wherein said ~~character~~ feature is portrayed on said first surface.

24. (Currently amended) The method of creating ~~a character~~ an effigy according to Claim 23, wherein the step of manipulating is accomplished by folding said item.

25. (Currently amended) The method of creating ~~a character~~ an effigy according to Claim 23, wherein the step of manipulating is accomplished by rolling said item.

26. (Currently amended) The method of creating ~~a character~~ an effigy according to Claim 23, wherein the step of manipulating is accomplished by folding and rolling said item.

27. (Canceled)

28. (Currently Amended) A method of creating an effigy ~~a character~~, comprising the steps of:

providing an item which is flexible and is configurable between first and second configurations and, when in said first configuration, defines to define a surface which is generally flat;

portraying at a location on the surface, proximate a first edge thereof, ~~at least one a~~ first ~~character~~ feature of an effigy head, and portraying on the surface a second feature of an effigy head, said first feature, dissociated from another unrelated to said second ~~character~~ feature when the item is in said first configuration so configured, said character features representative of head characteristics, said features giving having no suggestion significant context of a complete effigy head character when said item is ~~so configured~~ in [[a]] said first configuration; and

manipulating the item from between said first configuration to said and a second configuration by overlapping a portion

of the item onto another portion thereof in a direction toward said first edge, wherein, when the item is in the first configuration, it serves a blanket ~~practical~~ function, and, when it is in the second configuration, it gives context to a complete effigy ~~character~~ by simulating [[the]] a body of the effigy ~~character~~ with the ~~character~~ features positioned appropriately with respect to the simulated body formed by the item to suggest the effigy's ~~character's~~ head.